

# Hit The Beach!

The Southern California ASL Club Newsletter



December 2004 Volume 9 Number 4

## The President's Corner

by Jim Aikens

First, I hope you all had a healthy and happy holiday season. On behalf of our Club Officers I want to wish each of you a Happy New Year. I had the opportunity to spend Christmas with my family in Colonial Williamsburg, followed by a week's vacation in Appomattox VA. Like many of you, I'm a history junkie, and a portion of the vacation was spent touring Civil War sites. For me, history comes alive at places like Petersburg, Spottsylvania and Appomattox. I have also stood in awe of the rolling hills with countless graves at some of the innumerable military cemeteries in the area. Although Arlington comes to everyone's mind as such a place, there are many others. Two that we visited on this trip were the Union cemetery at Poplar Grove (over 6,000 graves) and Hollywood Cemetery in Richmond, with 28,000 confederate dead. Hollywood is also the final resting place for Presidents Tyler and Monroe and numerous Civil War generals, including J.E.B. Stuart and George Pickett.

It struck me that while the technology of warfare changed greatly from the Civil War to World War II, the nature of warfare did not. Whether it is Union soldiers storming the "Mule Shoe" at Spottsylvania, or U.S. Marines hitting the beach at Tarawa, war is about common soldiers suffering incomprehensible privation to do uncommon things, following men who possess the rare and critical attribute of leadership. Once again, we can see how ASL captures the essence of all this on a mapboard in a way that no other boardgame has ever been able to do. It's just another reason why I think ASL is the best wargame ever invented.

And speaking of ASL, the countdown is on for West Coast Melee VIII. In a matter of days we'll be returning to Crowne Plaza Irvine for the biggest ASL event west of the Mississippi. We're expecting a solid turn-out this year, so be sure to book a hotel room early at our special rate that includes a free cooked-to-order breakfast each morning. Our format will be essentially unchanged from last year; Thursday is warm-up; Friday is 'open' play to compile win/loss records; Saturday is the single-elimination series for the top 16 players; and Sunday is the Championship game. We'll also have mini-tournaments, pick-up games and the big Ponyrri Campaign Game.



My final thought is about the subject of this issue; Tarawa. My Thursday night crew has played three incarnations of this CG, two in playtest and one using the final version. Of all the CGs we've played over the years, this was one of the best gaming experiences we've ever had. Find a couple of players, lay out the board, set up the counters. Go on...trust me, you won't be sorry you did. See you all in Irvine.

**President@socalasl.com**

## Marching Orders

by Matt Cicero

Another year of ASL has come to an end and I sit here typing away amidst some very rainy Southern California weather. SoCal ASL had another terrific year with new faces joining our club, well-attended events and the launch of another Melee Pack. Sadly, a few of our brethren have been whisked away to new homes far from SoCal, but we know that the friendships will always remain no matter the distance.

This issue of HTB! Is a bit different in that I only have two articles to offer. The first has been "in process" for nearly two years and so I thought it was time to get it into print...Scott Thompson has finished off his write-up of the Japanese setup for *A Legend Is Born* (BRT6). It was a great time playing that big dog and I enjoyed learning how Scott and Dave originally planned to halt the brave Marines at the sea-wall.

The second article is more of a labor of love. Bryan Earl and I got kinda feisty a month or two ago and thought we might start up CGIII from the Tarawa HASL. Well, after flipping pages for an hour, I decided that the multiple rule references in Chapter T would require a little unscrambling. The fourth exception to an exception for a given rule kinda made my hair stand on end. So, I pulled all the rules from all

the chapters and sorted them. I'm not saying it saves any time reading through the whole thing, but it really helped me to understand what I could and could not do! Well, we're still setting up for the CG but you can at least take a look at the "cheat sheet" now. And yes, please let me know if you find anything in error!!

To take up a little space, I jotted down one abbreviated anecdote from our playing of *A Legend Is Born* for our SWEET!-OUCH! installment. Due to space considerations, I left out most of everything else from this issue. I did, however, manage to squeeze in our announcement for West Coast Melee VIII on page 2. Hope you can make it to the big show!

I decided to take a page from Scott Thompson's book in 2005 by starting up an ASL Night in Monrovia. Bryan and I will be hosting anyone who wishes to come on Mondays at Apex Fasteners' Game Room. Write to me for directions if you need help finding us. Hope you can join us!

And finally, as we enter the new year, let me just say...SUBMISSIONS! I NEED SUBMISSIONS! Thanks.

**Editor@socalasl.com**



# West Coast Melee VIII

# ***SoCal Rocks, Dude!!***

# SoCal HQ is up and running for WCM VIII !

**We are pulling out all the stops for WCM VIII. More Minis. More prizes. More ASL! Once again, we hoist our flag at the Crowne Plaza Hotel in Irvine, truly the finest location of any ASL event in the country. Add to this the incredible schedule of events we've got planned and you have to ask yourself...**

***...where do I sign up?***

**WCM is more than just a tournament to those who have joined us, it's a four day gaming festival. Some come to compete, some come to see old friends and some come just to play ASL and have fun. There is something for every Advanced Squad Leader player, from expert to green-as-grass-gotta-punch-these-counters newbie!**

**Remember to check our website for WCM updates!**

**www.socalasl.com**

**February 3rd 2005  
Through  
February 6th 2005**

## So what can you expect in 2005?

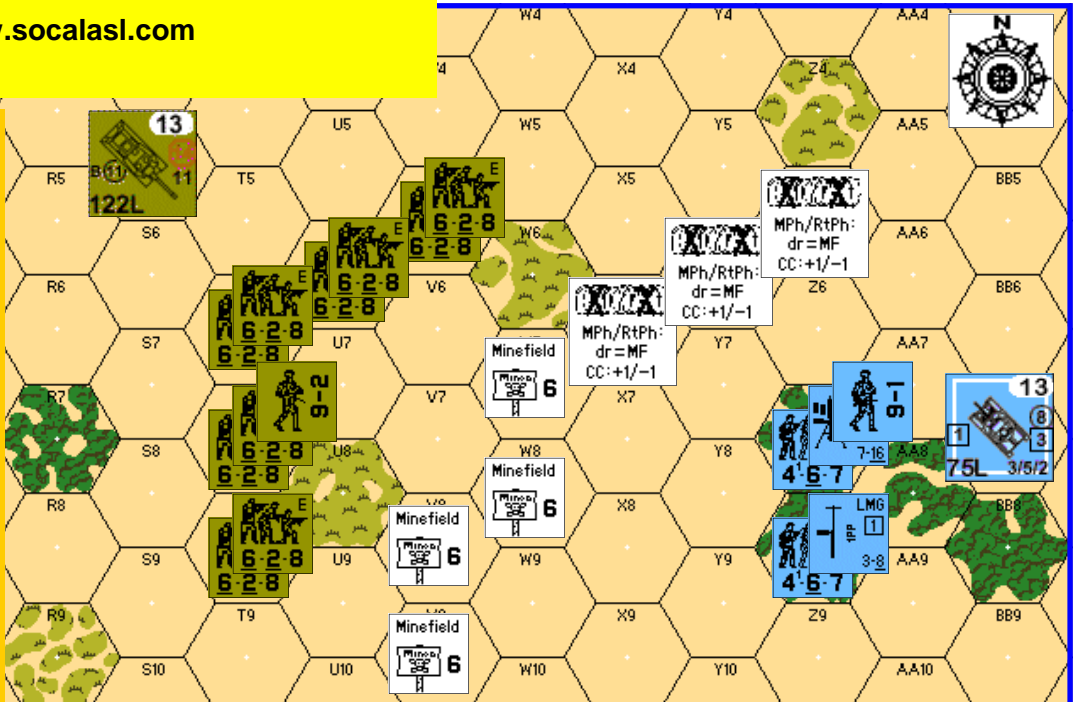
- **Our Recon Thursday Program**
- **Our 7-0 Leaders Program for Newbies**
- **The Campaign Game Event**
- **Six Mini-Tournaments including a Starter Kit Mini for our 7-0 Players**
- **The Return of the Hero Game**
- **A New WCM Tee-Shirt Design**
- **Prizes and Awards!**
- **...and the amazin' West Coast Melee**

# Getting Started

**The Pre-Registration Pack is designed to give you all the information you need to check out and sign up for West Coast Melee VIII. Drop by our Club website and you'll be able to download the Pack. You can even fill out a Registration Form online and pay through PayPal!**

**If you need any help or additional info, contact us right away at:**

**editor@socalasl.com**





# Setting Up the Japanese for Tarawa's BRT6: A Legend Is Born

by Scott Thompson

Each summer, a group SoCal clubbers sits down to a few weeks of After-Dinner ASL. We decided to tackle A Legend Is Born (BRT6) and Scott Thompson drew the short straw and had to forfeit the use of his garage for our weekly gathering. As it turned out, Scott and Dave Reinking took the Japanese in this he-man scenario from the Tarawa HASL. Paul Simonsen and I got to mash those sons of Nippon with America's Few and Proud. Well, the game was played in the summer of 2002...and only now has any of it seen the light of day! Nevertheless, what follows is the rather effective Japanese setup contrived by Thompson and Reinking (those sneaky bas####s!) and ultimately played out with the help of Grady Neely. Hopefully it will give you food for thought if you ever sit down as either side and play this very exciting and unbelievably bloody scenario. —ed.

## Purchases

The Japanese are given the following purchase points to assist them in crushing the Marines' Amphibious Assault: 46 GPP (Guns and HMGs), 48<sup>5</sup> CAPP (Pillboxes) and 97 FPP (Fortifications). If you are interested, check out the tables on page T15 to see what choices are available. After a lot of thought, here were the final purchases for our Jap commanders.

**46 GPP:** 4 x .50 cal HMG (20), 1 x HMG (4), 4 x 37\* INF Gun (12), 2 x 76L AA Gun (10), 11 x 228 Crews (Free)

**48<sup>5</sup> CAPP:** 4 x 1-3-5 Pillbox (12), 1 x 1-4-6 Pillbox (4), 2 x 1-5-7 Pillbox (10), 3 x 2-4-6 Pillbox (12<sup>3</sup>), 1 x 2-5-7 Pillbox (5<sup>1</sup>)

**97 FPP:** 4 x Bombproof (40), 5 x Wire (25), +1 SAN Increase (8), 2 x Fortified Building Location (16), 2 x Trench (8), 4 x Trenches (Free, T6.32), 2 x Passages (Free, T6.32)

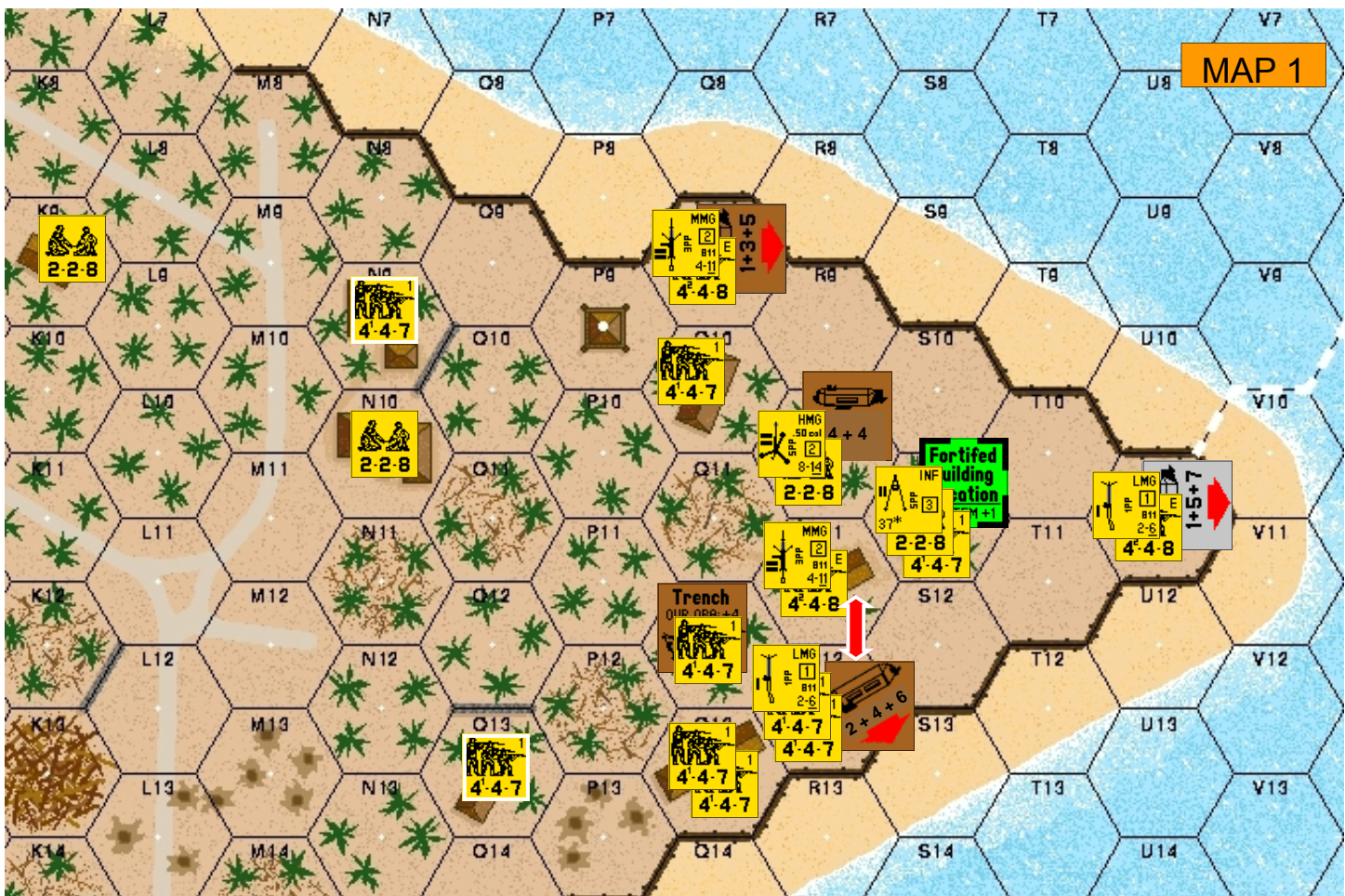
Ok, something was lost in the translation after 2 years! Yes, there is a Pillbox missing and yes there are five Wire. Go with the flow! —ed.

**GPP:** A big debate arose over which guns were the best bang for the buck. The 5/8" counter guns were heavy hitters but they had limited setup possibilities. We felt a few of these would be necessary to take out LVTs and other critical targets so we went with the 76L AA Guns. The rest, we decided, would be 1/2" counter weapons. Not only could we set them up to do maximum harm initially, but their portability meant that we could fall back and retain their use as the Marines started to get in gear. They also enjoyed pretty decent ROF, though the .50 Cals would have been really sweet if the ROF was a 3! And you gotta love the free crews! More T-H Heroes!

**CAPP:** Since you are forced to set up your Pillboxes on the beach where the Marines can unleash the full fury of their abilities, you don't have much to think about with regard to Pillbox purchases. Interlocking fields of fire are desirable where one Pillbox covers another. Also consider the possibility that Pillboxes can provide support across the lagoon between Red Beach One (RB1) and Red Beach Two (RB2). And don't forget the free Trenches/Passages you get with the Pillboxes.

**FPP:** The hardest purchases of all. Essentially, what you buy with these points lays out how you intend to defend. A few choices seem to be popular. Raising your SAN seems to be a nice all-round bang for the buck since a SAN 5 is pretty likely to come into play with all those Over-The-Top TCs and such. Also likely to be in every defense is the maximum purchase of 4 Wire. These things just stop Marines in their tracks and let you work them over...and over. With all the free Trenches and

(Continued on page 4)





Passages, we only needed to purchase a few more to provide cover for the 76L AA guns. The Fortified Locations were bought as roadblocks to progress on the two flanks. Finally, the Bombproofs would serve as the rally points for our second line of defense inland.

#### Placement

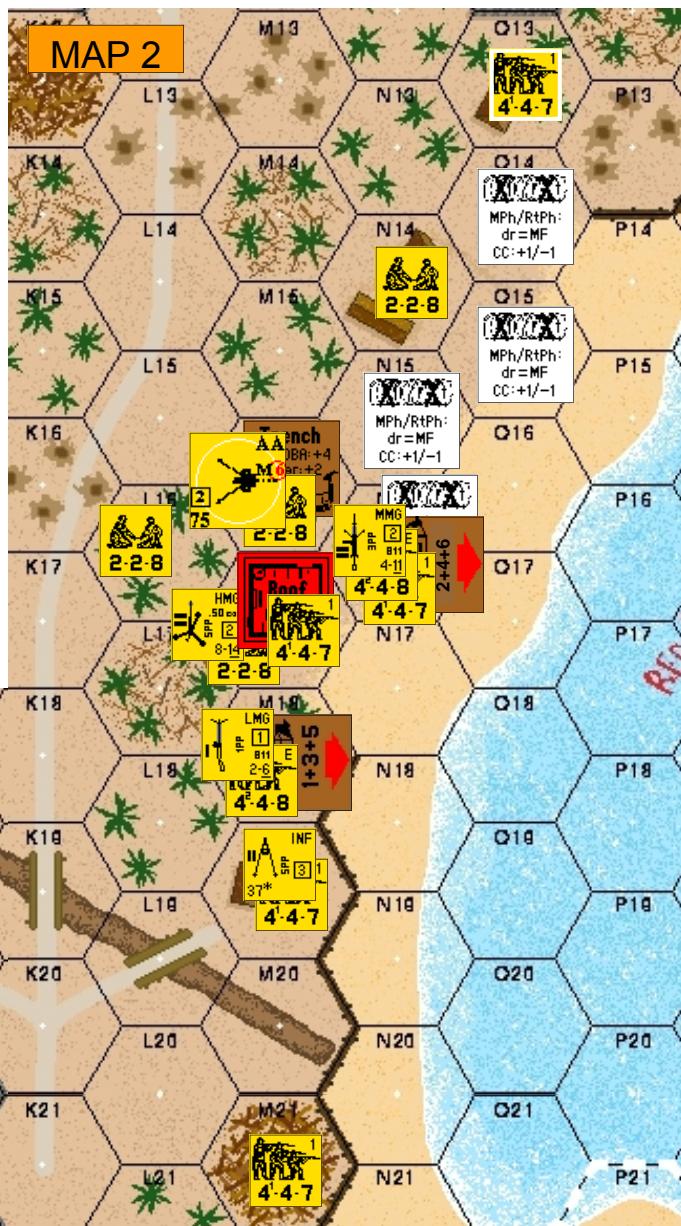
The Japanese have to defend against a broad front with most of the victory locations within 4 hexes of the Marines' starting locations on the beaches! They do not get concealment and the only things that can be HIP are Fortified Locations, Passages and 5 squads of troops (SMC/SW with them as well). All other fortifications, guns and troops start the game in plain sight. Nice. To make matters worse, the Marines get to place 6 wrecks along the beaches and up to 6 Smoke counters in land hexes prior to the start of play! Ok, the Marines do lose about 1/3 of their force to Pinned status thanks to SSR #4...and that can really screw up some of those carefully planned initial firegroups and assault movements. Still, two NOBA modules can go a ways to overcome that initial firepower/mobility problem.

Map 1, Map 2 and Map 3 give a clear picture of the placement of forces. Units with white outlines are HIP. The white-outlined arrows represent Passages. Units placed on top of Trenches and Pillboxes and Bombproofs are actually under those counters (its easier to see them when they are on top!). Since there are no VASL 76L AA guns for the Japanese, I used the 75 AA instead on the Maps. Here are a few of the thoughts that went into our setup as the Japanese.

#### Strategic Thoughts:

We had two players so we decided to split the playing area in a simple manner. That meant one player would have the densely packed area of Red Beach Two (essentially, Map 3) and the other would have the broader front of Red Beach One (Maps 1 and 2). Given the VC, it seemed likely that the Marines would either have to smash their way onto Red Beach Two (lots of buildings) or take a lot of ground starting near The Beak. Not having enough to defend both sides completely, we chose to set up strongly on both flanks with a significant reserve holding the center that could be shifted in either direction as needed. The Beak looked a bit weak but hard to hold but we kept reminding ourselves that an effective attack would require a lot of troops to swing around and through the center. We knew that this battle would leave few Japanese on the island. We just needed to defend long enough to prevent the Marines from winning. The best way to do this was to keep the Marines on the beach and away from the defenders. Marine firepower was overwhelming when concentrated. Their main weakness was the Casualty Reduction they would suffer while on the beaches (thank you Amphibious Assault!). Even Sniper hits would be deadly thanks to that little rule.

One thing to note about the specific placement of troops on the three Maps is the lack of Leaders. Truth be told, only 1 leader, the 10-2, made such an impression that we remembered where he was setup (P26). The others were evenly dispersed and, for the most part, were used to bolster Bombproofs and other second line positions. And yes, adding more counters to the maps would likely have made them unreadable....so no leaders.



#### Tactical Thoughts:

Once the main defensive ideas were mulled over, the actual placement of troops and defenses began. I'll go over each map, starting with Map 2 (the center) and try to shed some light on our defensive setup.

**Map 2:** The lagoon was a concern. The center was meant to look very tough at the setup. The idea was to discourage any idea of moving directly down the lagoon and into this area. Since the Marines had to split their forces, it seemed possible that they might decide to mount up and crash the middle of the Jap line with all their forces. Breaking the Japanese into two pieces while simultaneously getting into the rear areas would be a disaster. The strong setup in the center would hopefully make the Marines think twice about testing the lagoon. Wire was placed to choke off the easy access areas of the beach. One of the 76L AA guns was located here along side the Command Bunker, which was a pretty thorny building to have to take. To make sure heavy weapons kept firing, several crews were stationed just behind the main line so that they could jump forward and pick up when a fellow crew passed on. The tanks went into the center on the road net to provide a mobile force to confront any breakthrough, though it was generally expected that they would move toward The Beak as that seemed the likeliest place for the Shermans to

(Continued on page 5)



("Tarawa" Continued from page 4)

go if they didn't race down the center of the lagoon. Finally, a few Bunkers (see Map 1 and Map 3) were setup to provide flanking fire against anyone assaulting up the lagoon. Once it was obvious where the main thrust was going to hit, the center would release its troops to either flank to strengthen those positions. There were 7 squads in the center along with a few crews and a few MGs.

**Map 1:** The left flank was The Beak. Our primary concern was that the Marines would slip around to Green Beach and flank the entire position. Our main line of defense was built a few hexes back from the edge to help prevent this. We expected to see the Shermans on this flank since they could get off the beach by cruising around to L7 or so. Well, our tanks would be sliding over to prevent this as soon as possible and Tank-Hunter Heroes from HIP flankers would have to do the rest. The Fortified Location was placed so that even if the poor Marines made it over the wall and across the open ground at the tip of The Beak, they would still bounce back for some more punishment. The nearby Bombproof would make sure the trip inland was extremely painful. Row Q was to be the back of the first line of defense. If the Marines pierced this point, the troops would be forced to fall back to the buildings in Row O and Row N. HIP units would help make this area look open and inviting to attack. The pillbox in Row R was placed to be able to lend fire support against the Marines trapped on RB2. If possible, heavier MGs would be moved to this position to lend their support. There were 11 or so squads to cover the left flank with a few crews and MGs to keep the Marines' heads down.

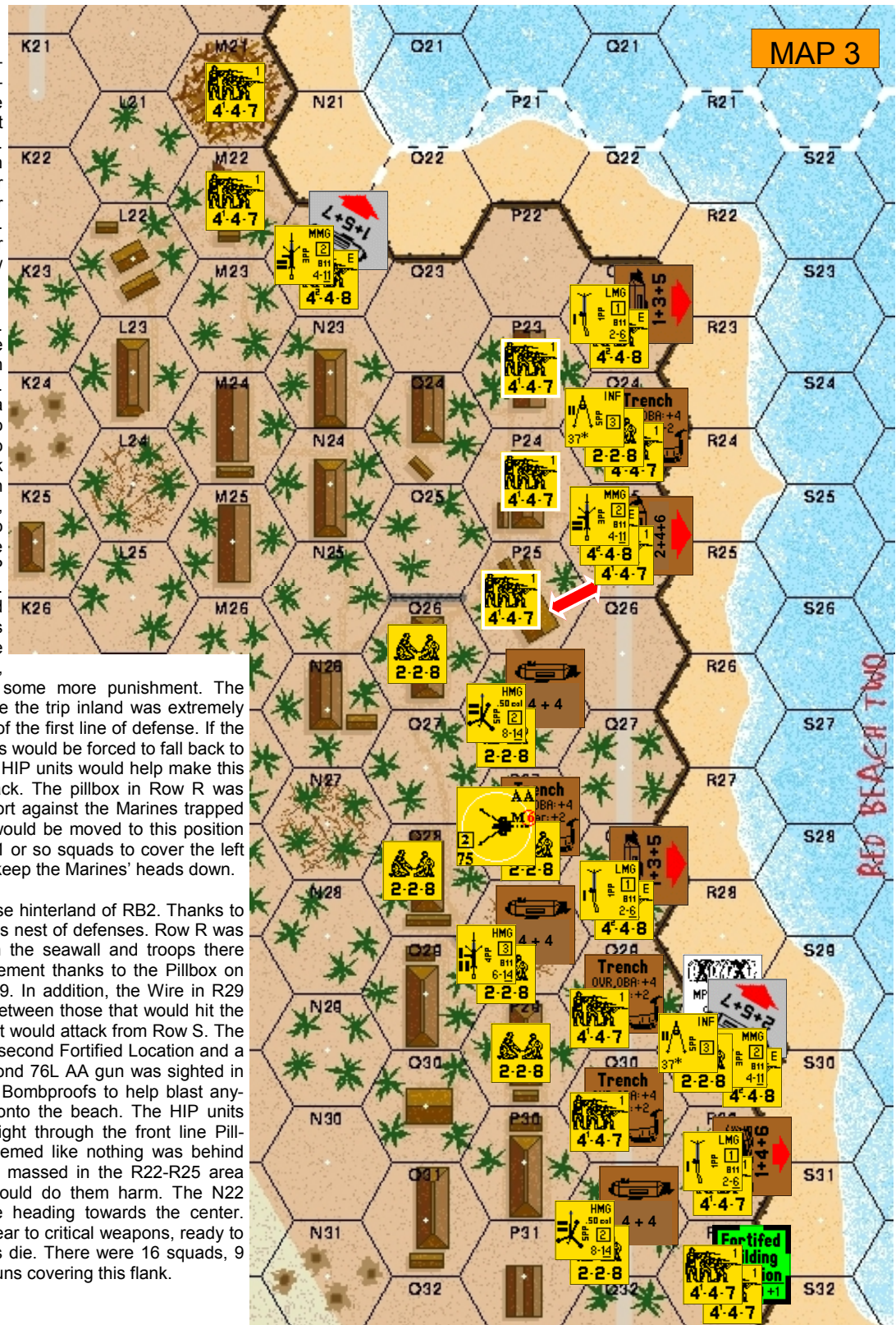
**Map 3:** The right flank was the dense hinterland of RB2. Thanks to the terrain, this area was a true rats nest of defenses. Row R was under fire thanks to the bootleg in the seawall and troops there might even get caught with encirclement thanks to the Pillbox on Map 1 (R12) and the Pillbox at R29. In addition, the Wire in R29 would help to break up the attack between those that would hit the defenses from Row R and those that would attack from Row S. The far right flank was secured with the second Fortified Location and a Bombproof with HMG fire. The second 76L AA gun was sighted in the middle and flanked by the two Bombproofs to help blast anything that got off the beach back onto the beach. The HIP units were set to encourage troops to fight through the front line Pillboxes and trenches of Row Q (seemed like nothing was behind them). This would keep the troops massed in the R22-R25 area where troops across the lagoon could do them harm. The N22 Pillbox was setup to flank anyone heading towards the center. Once again, extra crews hovered near to critical weapons, ready to take over should their initial holders die. There were 16 squads, 9 Crews and a dozen MGs and INF guns covering this flank.

#### Conclusion:

Yes, I know. You want to know how our glorious Japanese defense held up against Cicero and Simonsen's Marines. Well, I can say this... Matt rolled Gusts on the first turn to kill the smoke screen. Paul managed to destroy nearly an entire company of Matt's Marines thanks to his numerous 2+3 shots, and the insanely hot Japanese Sniper. The Jap 10-2 shrugged off numerous 30-column shots, broke once then Battle Hardened and went Heroic. Both Shermans were destroyed. A lone Marine

HS spent the entire game gathering lost equipment...enough to open up a small arms dealership...because everyone else on Red Beach One was dead or broken. And yes, the Marine 10-2 did take one through the eye.

Yeah...we lost.



# THE ULTIMATE TARAWA CG III CHEAT SHEET

by Matt Cicero

These notes were created as a means to concentrate rules references under each topic necessary to play Tarawa's CG III.

## Q&A and Errata (MMP)

All notes that are **Bold, Red and Underlined** in the text are inserted **Errata**.

**Q:** Is PTO Terrain (g.1) in effect? **A:** No.

## T1.0 Pathfinders

T1.1: SMC that wounds like a Hero. Immune to HOB, never breaks, never substitutes, never Pins, never has Morale lowered.

T1.2: Pathfinders are allocated to a single non-amphibian wading vehicle. Moves via Armored Assault even if not with armored vehicle.

T1.2: Pathfinders may not CX.

T1.3: Pathfinder eliminated if not with escorted vehicle, in same hex as enemy unit, escorted vehicle is immobilized/eliminated, vehicle enters beach or hinterland hex.

## Losing SW/Guns

G13.4211: Each unpossessed SW/non-vehicular Gun in a shallow-Ocean Location is eliminated unless on a conveyance.

G13.48 Former Passengers of a sunk boat become Waders. All SW in a boat sunk in Ocean are eliminated.

G14.52: Boats that enter Wire sink, all SW/Guns are lost, troops become Waders stuck above the Wire.

BRT13: An unpossessed, dismantled SW in a Beach hex is immediately eliminated.

T15.6031: During Refit Phase: All unpossessed SW/Gun in a mobile LVT are eliminated.

## T2.0 BRT Ocean and Reef

T2.1: All Ocean hexes are Submerged-reef [EXC: Y11 and Z10 are Exposed-reef] (G13.431)

G13.431: All Submerged-Reef hexes are treated as Shallow-Ocean hexes. All Exposed-Reef hexes are Level -1 Hammada land hexes and Inherent Terrain.

G13.4: Ocean Hexes are Level -1. Shallow Ocean is not considered a Water Obstacle [EXC:boats].

G13.41: All Ocean-Hinterland hexsides form a Crest Line.

G13.42: Wading: movement on submerged-reef [EXC: PRC are not wading unless (un)loading; boats don't wade].

G13.42: Wading units are treated as if moving in a shallow stream but no Depression rules apply.

G13.421: HE and DC FP are halved vs. wading Infantry.

G13.421: Waders may not employ multi-Location FGs.

G13.421: Wader Small Arms/LMG fire is halved as Area Fire.

G13.421: Waders cannot conduct CC.

G13.494: CC attacks NA in Ocean.

G13.421: Wading SMC cannot direct or modify attacks.

G13.421: Wading Infantry is immune to PTC, LLMC, LLTC, Booby-traps, Pin results and HOB AND suffer Casualty Reduction rather than a Break or Step Reduction.

G14.32: During Seaborne Assault, non-prisoner assaulting waders are Fanatic.

G13.421: Broken units can rout into shallow-Ocean only to avoid Failure to Rout.

G13.4211: No SW/non-vehicular Gun may be fired, (un)dismantled, (un)Packed, or (un)limbered by Infantry in shallow-Ocean [EXC: LMG may fire].

G13.4211: Each unpossessed SW/Gun in a shallow-Ocean Location is eliminated unless on a conveyance.

G13.422: Wading vehicles MP in shallow Ocean is Shallow Stream COT + 1(waterproofed) OR +2 (non-waterproofed). Amphibians are always considered waterproofed.

G13.4223: Wading vehicle crossing Ocean/Hinterland hexside takes a Bog Check as if leaving a stream hex via higher elevation hexside (B20.46). D16.23 does not apply to Wading vehicles (states amphibians must take a Bog Check if moving from a Water Obstacle to a land hex).

G14.32: During Seaborne Assault, non-prisoner assaulting waders and units on the Beach are Fanatic. Entering Beach or Ocean causes a unit to become Fanatic before any Defensive Fire. Infantry on Beach treat LLMC as LLTC; treat HOB Berserk and Surrender as Battle Harden; and suffer Casualty Reduction rather than Break results.

BRT4: G14.32: also applies to Marines on a Pier or Exposed Reef.

G13.48: Former Passengers of a sunk boat become Waders. All SW in a boat sunk in Ocean are eliminated.

G13.491: Units in Ocean are not Known for Berserk creation/charge. If a land unit suffers Berserk and closest unit in LOS is in Ocean with another unit in LOS further away on land, the result changes to Battle Harden.

G13.5: Only Beach Obstacle Fortifications can set up in Ocean/reef. Tunnels NA in Beach/Ocean/Reef hexes.

G14.52: Boats that enter Wire sink, all SW/Guns are lost, troops become Waders stuck above the Wire.

G14.52: Wire Exit dr for units in Ocean receive a +1 drn.

T2.2: BRT Ocean-Hinterland Hindrance: +1 LV Hindrance per Hinterland hex crossed for LOS/LOF between Ocean and Hinterland hexes. NA vs. Firelanes. NA if other hindrance in hex applies.

G13.47: SMOKE has no effect in Ocean [EXC: Drifting SMOKE acts normally].



T2.3: Wading AFV in Ocean get +1 DRM to To Kill DR for Hull hits.

G13.422: There is an additional Target-Based +2 TH DRM vs. Wading Vehicles.

G13.46: Watercraft entering an Ocean hex from offboard is considered to have moved 4 MP to enter that hex (for LOS and TH).

Also, Guns on land get a -1 1/2” acq the first time it fires in the GAME if it uses VTT vs. watercraft in the Watercraft’s initial MPH (or DFPh) and it must give up both HIP and Concealed status to do so.

T2.31: Non-amphibians make Ocean Bog-Checks per hex. Mods (no others apply): +1 not fully tracked, +2 moving into wire, +3 without Pathfinder, +1 with wounded Pathfinder. Bog is automatic Mire. Mire Removal drm to colored die is +2 for BRT Ocean, -1 for CE and -2 for Pathfinder present. Swamping is NA.

T2.4: Resid in Ocean reduced one column. Fire Lanes stop at first ocean hex, reduced one column.

T2.5: BRT Tetrahedron rules in addition to G14.51.

T2.5: When any vehicle enters or changes VCA by one hexspine in Tetrahedron hex, owner makes dr: dr=1, vehicle is attacked as an AT Mine (B28.52). Additional AT Mines may be purchased and added to a Tetrahedron. Each Factor gives the above dr a -1 drm.

G14.51: Tetrahedrons: Max 1 per hex. Not an Obstacle or Hindrance. Hex not considered Open Ground.

G14.51: Tetrahedrons: 1MP+COT for vehicles [EXC: boats]. Infantry: 0MF+COT.

G14.56: Tetrahedrons can be eliminated only by DC per B26.51 or by Bomb/FFE per B26.52 or by Bombardment. The FP of HE attacks vs. Ocean hexes is halved for Beach-Obstacle elimination [EXC: Placed/Set DC per B26.51].

B26.51: DC can be used as a Bangalore Torpedo. Placed DC Original DR KIA on IFT Removes Wire. Set DC Final DR KIA on IFT Removes Wire. MF cost to Place DC is normal COT with no chance of being hung up on the Wire.

CG5: Marine Cloaking

CG5: SMC/SW can be cloaked by noting its accompanying MMC which enters an Ocean Location from offboard. This cloaking is in addition to that granted by G14.23 (Passenger Cloaking on amphibians).

CG5: Cloaking is lost when: enter land Location; if unpossessed; if in a different Location than its original MMC; if SW is fired; if SW is assembled; if Leadership is used.

CG5: Cloaked Leaders can ignore MCs but they cannot then assist others with their leadership DRM and they suffer CR if their accompanying MMC fails its MC.

CG5: All Infantry MMC may enter Ocean from offmap Concealed. This concealment is not lost in water due to movement but is otherwise lost normally.

CG5: Attacks vs. Cloaked/concealed Marine units in Ocean are not halved due to the concealment.

BRT11: LVT are worth 1 CVP. Crew survival NA. Passenger survival as normal. Crews that Abandon LVT are eliminated but not worth CVP. Scrounging LVTs is NA. LVT Passengers may unload only in same hex in same MPH. Prior to unloading in an Ocean hex, Passengers must pass a TC (G14.232) with failure meaning they can’t unload. LVTs in non-Ocean hexes are not automatically Recalled upon unloading all Passengers. Each LVT that starts in a non-Ocean hex must take a Passenger TC (G14.232). Use highest Passenger Morale or 8 for Crew if Passengers are all broken. No Booby Traps for this TC. Failure means all unbroken Passengers unload in that hex and the LVT is Recalled. Unloaded LVTs can exit the Ocean on N, W or E and is thus Retained.

G14.23: Passengers of an amphibian may be kept in a Cloaking Box per E5.123 until the amphibian enters a non-reef, non-Beach land hex.

G14.23: SW/Guns must be and remain dm aboard an amphibian during a Seaborne Assault.

G14.23: Passengers eliminated while Cloaked are not revealed...only CVP are awarded.

G14.231: Seaborne Assault: Immobilized amphibian Passengers must unload if possible in that hex ASAP (even in Rout Phase, if necessary).

G14.232: Seaborne Assault When no Passenger capable of unloading is left onboard an amphibian, it is Recalled.

G14.232: Seaborne Assault Take combined TC during MPH (but while still in a Hinterland hex) for ALL Passengers on an ATTACKER amphibian that begins the MPH in a Hinterland hex. Use highest current morale among Passengers w/out Leadership mod. Failure means amphibian is Recalled immediately. Recall of immobilized amphibian causes crew to Abandon. Must check for Recall even if amphibian is TI/Shocked/Stunned.

G14.233: Seaborne Assault Amphibian crews may not voluntarily abandon. If immobilized by ESB or Mechanical Reliability, the crew automatically abandons ASAP. Once all PRC have left the vehicle it is flipped to it wreck side...but doesn’t count for CVP to the enemy.

BRT12: Recall is NA for non-LVTs. If vehicle would normally be Recalled (D3.7, other effects) it suffers restrictions instead: Must pass NTC to move as if Radioless and alone; crew takes an Immobilization TC if hit as per 1<sup>st</sup> sentence of D5.5; leave +1 Recall counter on vehicle (if MA Disabled) or on crew (if suffers STUN) for remainder of CG. (See T15.6131(d).

### **T3.0 BRT Sand**

T3.1: Beach hexes are Hard Sand.

G13.3: Sand rules apply (F7) but treat Hard Sand hexes as if EC are currently Wet, Mud or Snow.

G13.21: Slight Slope Beach hexes are -1 Level but with no Crest Line to Hinterland hexes. All LOS/Movement across/along such Beach-Hinterland hexsides incurs no penalty (treats the Beach as if it was Level 0).

G14.25: No multi-Location Fire Groups in Beach hexes.

T3.1: Hinterland hexes are Soft Sand (G13.3) [EXC: building, rubble, runway, taxiway, pier, bridge, moving on road].

G13.3: Sand rules apply (F7) normally in Soft Sand hexes.

F7.2: All Sand has 0 TEM; is considered Open Ground; and does not negate Interdiction.

- T3.1: Sand Bog DR (G13.32) is made once per MPH upon entering a Hinterland Soft Sand Location (see F7.31 for Bog mods) using the secret DR method for Mud detailed in D8.23. Bog Removal dr in land hexes get a -1 drm to the cdr.  
G13.32: No Sand Bog Check for being in a non-sand Open Ground hex Accessible to a Beach hex.
- T3.1: Movement penalties for Japanese entering Soft Sand are modified: 1/2+COT instead of 1+COT. [EXC: Manhandling]. Sand MF/MP penalties are NA for units entering a Pillbox, building, rubble, runway, taxiway, pier, bridge or using a road.  
F7.3: Soft Sand Movement Costs: Infantry 1+COT; F-Track 2+COT; H-Track 3+COT; AC/Motorcycle 4+COT; Truck 6+COT.  
IF EC are Wet or Mud (Hard Sand), movement costs are: Infantry 0+COT; F-Track 1+COT; H-Track 2+COT; AC/Motorcycle 3+COT; Truck 5+COT.
- BRT10: No M4A2 may enter a Beach location with >=1 broken Marine MMC.
- T3.2: Emplaced Guns get +2 TEM in any Sand.  
F7.41: Guns emplaced in Soft Sand have +1 TEM. If EC are Wet or Mud (Hard Sand), TEM is normal.
- T3.2: Fortification restrictions in Sand (F7.42) are NA **in Soft Sand. This means no Pillbox, Trench or Sangar can be placed in Hard Sand (Beach) hexes.** [EXC trench/Foxhole has a +2 TEM vs. Bombardment].  
F7.42: No Pillbox, Trench, Sangar in Sand. Foxhole TEMs are halved in Sand (Normal if EC are Wet or Mud or if Hard Sand).  
G14.52: Wire vs. amphibians is the same in Ocean as on land.  
U.S Vehicle Note 59 (p.T17) LVT2(m) with wire-removal grapnel: no Bog Check for entering wire. dr ≤2 removes wire.  
G14.52: Boats that enter Wire sink, all SW/Guns are lost, troops become Waders stuck above the Wire.  
G14.52: Wire exit dr (B26.4) made by a unit in Ocean has a +1 drm.  
G14.53: AT Mines act as AT Mines vs. Wading vehicles.  
G14.53: AP Mines can be set up in Hard Sand beach hexes adjacent to Hinterland hexes.  
G14.56: Tetrahedrons are considered Wire vs. Bombardments.
- T3.2: Ordnance and OBA is not halved (F7.4) vs. unarmored units in a building, pillbox, Command Bunker (T6.1) or Bombproof (T6.5) [EXC: Pillbox, Command Bunker, Bombproof and units inside get -2 DRM to Bombardment from (F7.4)]  
F7.4: Ordnance and OBA use halved FP (FRU) vs. unarmored targets. NA if EC are Wet or Mud (Hard Sand). NA vs. VTT, Direct Hit on Gun, Specific Collateral Attack, Critical Hit. Units in Sand get a -2 DRM vs. Bombardment MC. NA if EC are Wet or Mud (Hard Sand).  
F7.42: KIA vs. foxhole in Sand by 70+mm, DC or Bomb attack reduces Foxhole by 1 capacity for each full squad equiv killed.

#### **T4.0 BRT Palm Trees**

- T4.1: Palm Trees are Out of Season vs. LOS/LOF/Sighting-TC.
- T4.1: Tarawa Naval Bombardment, Palm Trees and Palm-Debris-Palm hexes take a NMC with Morale 8.
- T4.1: Tarawa Naval Bombardment, Building-Palm take a normal building NMC (4.3).
- T4.1: Bombardment MC failure or shellhole creation turns Palms into Palm-Debris.
- T4.1: Palm Trees and Palm-Debris are not burnable terrain.
- T4.2: **Palm Debris** is Inherent Terrain and Concealment Terrain. +1 TEM. 1/2 Level Hindrance. +1 DRM to Sighting TC.
- T4.21: Palm Debris MF: 1+COT+Sand. Only fully tracked may enter: MP=1/4 (FRU) and Bog Check with additional +1 DRM.
- T4.21: Dash, road bonus and the 1/2 MP road rate are NA in road hex covered with Palm Debris, unless via TB.
- T4.22: Fortifications: Placement of Palm Debris counter eliminates all Entrenchments. Units therein may remain if they survive attack. Otherwise, Fortifications may be set up in Palm Debris provided other terrain does not prohibit.
- T4.22: Palm Debris may be cleared as if Fallen Rubble (B24.71).
- T4.23: **Palm-Debris-Palm** is a Full Level LOS Hindrance. Creation of Palm-Debris changes P-D-P to a Palm-Debris hex.
- T4.31: **Building-Palm**: MF is 3MF and 1+Building COT for vehicles.
- T4.32: Building-Palm: Bypass is ok...moving through Palm Trees+Sand, though.
- T4.33: Building-Palm: LOS through hex and not through building still gets Palm Trees hindrance.
- T4.34: Building-Palm: TEM is that of the building.
- T4.35: Building-Palm: Kindling Number is that of the building.

#### **T5.0 BRT Printed Rubble**

- T5.2: Printed Rubble cannot be Cleared.

#### **T6.0 Bunkers & Pillboxes**

- T6.1: **Command Bunker (CB)** is a Fortified Single Story Stone Building. Contour lines are part of the building for LOS.
- T6.1: CB: All Japs in or entering are Fanatic.
- T6.1: CB: All fire out is Area Fire (EXC: non-captured Jap MGs; fire from Rooftop Location).
- T6.1: CB: No Gun or vehicle may set up in or enter any CB Location.
- T6.1: CB: Not burnable terrain. Morale 12 for Bombardment.
- T6.12: **Command Bunker Rooftop (CB-R)** (B23.8) is at Level 1. +2 TEM vs. Direct Fire.
- T6.12: CB-R: Concealment terrain for setup purposes only. After first RPh, B23.82 comes into effect.
- T6.12: CB-R: Not a Building Location for rout or VC purposes.
- T6.12 CB-R: Infantry can enter Rooftop from adjacent hex for 4 MF (Marines), 3 MF (Jap). [EXC: L44-M45 is NOT crossable]
- T6.2: **Island Command Bunker (ICB) (Hex M45)**: Like a Command Bunker.
- T6.2: ICB: +5 TEM. +5 TEM applies to FT also, unless FT fires from within same hex.



T6.2: ICB: Cannot be destroyed or rubbled in any way.  
T6.21: **ICB Underground (ICB-U)**: +4 TEM. Acts as lower level in a building. Does not count for building control purposes.  
T6.21: ICB-U: Max stack 2 squad-equiv (infantry/SW only). Accessible from Ground Level of ICB only. No other LOS exists.  
T6.21: ICB-U: Connecting trenches connect to ICB Ground Level, not ICB-U. Passages (T6.4) CAN connect to the ICB-U.  
T6.3: BRT Pillboxes: Both HIP and “free” tunnels (G1.632) are NA for pillboxes on Betio.  
T6.32: Japs get 1 free Trench or Passage for every 2 OB-given/purchased Pillboxes (FRU). Trenches must be used to make Bunkers (B30.8) and must set up in same setup area as Pillbox they come with.  
T6.33: Trenches connect to all ADJACENT buildings Locations. No need to leave trench to enter/exit building. Can’t enter trench from Bypass Movement or leave trench directly into Bypass.  
T6.33: Can’t Snap Shot moves between Trenches and buildings.  
T6.33: Vehicles using VBM must pay to cross connecting trench.  
T6.33: Infantry may enter a Fortified Location as if it is not fortified via connecting trench.  
T6.4: **Passages** are Fortifications. They act as a 1 hex tunnel (B8.6). Entrance/exit must be in a building, Pillbox, Bombproof or CB.  
T6.4: Passage is eliminated if either entrance Location is eliminated/rubbled OR by GO Infantry per B8.63.  
T6.5: **Bombproofs** are Fortifications and cannot set up in/adjacent to a Beach hex. Treated as a Pillbox except as noted.  
T6.5: Bombproofs do not have an NCA, just a 360 degree CA. Bombproofs use normal hex Stacking Limits (A5.0).  
T6.51: Bombproof has +4 TEM and is Morale 10 versus Bombardment.  
T6.51: All fire out is Area Fire [EXC: non-captured Jap MGs].

### **T7.0 BRT Towers**

T7.1: A Tower Location treated as a wood building but not the hex’s ground Location.  
T7.2: Tower is a 2 1/2 Level +1 LOS Hindrance and has a single Level 2 Tower Location.  
T7.2: Towers have a -2 drm on rubble creation dr (B24.11) but a result that causes rubble Collapses the Tower instead eliminating all units in the Tower Location. Once collapsed, place a Collapsed counter (G5.5) and thereafter G5.51 applies. Ground units under a collapsed Tower take the G5.5 PTC.  
T7.21: Tower stacking limit: 1 HS Equiv + 5PP.  
T7.21: Towers have no Rooftop Location. Can never be Fortified.  
T7.3: Tower Location has TEM of 0 but can claim Height Advantage. FFMO is NA vs. unit entering Tower hex/Location.  
T7.4: Tower ground level is Soft Sand.  
T7.4: Tower hex/Location NA for Gun setup or entry. Dm Guns may enter but may not be assembled.  
T7.41: Vehicles use VBM to enter a Tower hex.  
T7.41: Fully-tracked, BU, CT AFV may enter the Tower obstacle per B23.41. Tower hex has no cellar. There is an additional -1 drm to the cdr for the AFV’s Bog Check. See T7.2 if the AFV’s cdr is <=0.  
T7.42: Infantry pay 1 MF per Level to enter /exit Tower Location. May not stop midway.  
T7.43: Infantry entering/exiting Tower Location can be attacked at the quasi-level. It is not considered Open Ground and TEM is 0. Any effect returns the unit to the starting Location (where resid would be applied). Resid remains at the quasi-level.  
T7.5: Tower Location is like a Rooftop Location (O.5; B23.82) for HIP/Concealment purposes only.  
T7.6: Tower Locations are not a building for rout purposes.  
T7.7: Tower Locations are considered a building for VC purposes but no the ground level of the hex.  
T7.8: Towers have Morale 7 versus Bombardment.  
T7.8: Jap unit in a Tower can be a Spotter (C9.3) for any MTR, 120L AA, 140L ART or 8-in. Gun within 3 hexes of the Tower. Min range for Spotted fire is 7 hexes for any non-mortar, non-Type 92 INF Gun (including 8-in. Guns). Spotted Fire is treated as Indirect Fire.

### **T8.0 BRT Gun Emplacements**

T8.1: Hexes D5 and E6 contain a 1/2-Level LOS Obstacle (including structure and contour lines).  
T8.1: No Fortification, Gun or vehicle may setup in or enter a Gun Emplacement hex.  
T8.1: Gun Emplacements are +1 TEM for infantry.  
T8.1: Each Gun Emplacement hex contains one 8-in. Gun Turret (T8.2).  
T8.2: Each 8-in. Gun Turret: See Jap Vehicle Note 19 on p. T16.  
T8.2: Manning crew of 8-in Guns cannot BU (even if stunned) but get a +3 CE DRM.  
T8.2: 8-in. Gun is treated as an immobile, OT AFV for CC. PAATC not needed to engage in CC.  
T8.2: 8-in. Gun is considered 2 squad-equivalents for stacking purposes.  
T8.2: Since E6 is elevated, it ignores the D5 Gun Emplacement for all attacks directed by it and at it.  
T8.2: Any attack that eliminates the 8-in. Gun Armored Cupola also eliminates all personnel in the hex.

### **T9.0 BRT Port of Betio**

T9.1: T32 is the Port. S33 is Hinterland. Walls on two hexsides are the jetty: 1-Level LOS Obstacle; impassable to all ground units.  
T9.2: There are two wooden piers on Betio. They are Level 0, non-Open Ground. Treat as a wooden Pier (G13.7).  
T9.2: There is no Location beneath the pier at T33, U33 and V33.  
T9.2: No Fortification may set up in a pier location.  
T9.2: Max stacking beneath a Pier is 1 Squad Equiv +3PP.

T9.2: Location under a Pier is not affected by Resid/Firelanes on top of the Pier.

T9.2: Japs can setup under a pier if it is in their Setup area.

T9.2: A unit may cross a Sand hexside to/from a Pier per G13.73.

G13.7: **Piers** are Level 0, non-pontoon bridges and act as paved roads for setup purposes.

G13.71: LOS between non-adjacent water/Beach hexes, Wood Piers are Inherent Terrain, +1 Hindrance. Piers are no LOS Hindrance to fire that begins  $\geq$  Level 0 and ends in water/Beach Location unless water/Beach hex is adjacent to Pier and LOS crosses Pier. Pier has NE vs. LOS that neither begins nor ends in water/Beach.

G13.72: Piers are Open Ground, TEM 0. Pier units can claim Height Advantage vs. adjacent water/Beach units.

G13.73: Treat entering Pier Location by changing elevation as crossing a Crestline.

G13.73: No Gun or vehicle may move directly from a Pier to water/Beach.

G13.73: Only Infantry/boats may set up beneath a Pier and only a Wooden Pier.

G13.731: Amphibians can stop adjacent to a Pier and load/unload Personnel (only) directly onto the pier at a cost of 50% FRU of MP/MF. There is no additional COT. Amphibians can also load/unload in their own hex rather than the Pier.

BRT4: Marines are conducting a Seaborne Assault throughout the CG. G14.32 applies to Marines on a Pier or Exposed Reef. (They are Fanatic, suffer Casualty Reduction rather than break, treat LLMC as LLTC and treat HOB Berserk/Surrender as Battle Harden.

#### **T10.0 BRT Betio Seawall**

T10.1: The Seawall is Low (G13.6).

G13.62: Low Seawalls are treated like normal Walls. (+2 TEM for Beach hex occupants with Wall Advantage)

G13.621: Infantry crossing from Hinterland to Beach over Seawall do not pay 1 MF for the wall. Vehicles may cross Seawalls only via Breach or Fascines.

G13.622: Seawalls do not block LOS but do add a +1 LOS Hindrance to any fire that crosses (not along)  $\geq$  1 Seawall hex-sides so long as the firer and target are not in a hex that contains the hindering seawall hexside. Entrenched units can only see into adjacent Level 0 Hinterland hexes across a Low Seawall and into Level 0 Hinterland hexes along a Low Seawall hexside even if non-adjacent.

G13.623: Units in Hinterland hexes get no TEM/HD from a Seawall but may claim Wall Advantage. They do get the +1 TEM vs. Indirect fire, however. A Low Seawall is not a wall for purposes of firing HEAT.

G13.624: Low Seawall may be breached by: a dozer, as if clearing a roadblock; HE Concentration OBA  $\geq$  100mm; Set DC declared for breaching. OBA breaches if Original DR KIA achieved in either hex containing the Seawall (random select if  $\geq$  1 Seawall exists). Set DC breaches if Final DR KIA achieved.

G13.624: Breached Seawall is treated as Open Ground for Movement/Manhandling but still negates Open Ground in Beach hex. Otherwise it is still a Low Seawall.

T10.1: If opposing units begin a scenario on opposite sides of a seawall hexside, the Beach units begin with Wall Advantage.

#### **T11.0 BRT Excavation Ditch**

T11.1: Excavation Ditches are treated as Shellholes [EXC: vehicles entering or changing VCA have a Bog Check w/+3DRM].

#### **T12.0 BRT Gullies**

T12.1: 5 gullies on BRT. Vehicles cannot enter two: A62-D60 and D11-T7. Vehicles can gain crest on other three as if they were Wadis (F5.42-5.426) Vehicles exiting a Gully through non-depression hexside suffer Bog Check IN Gully with +3 DRM.

T12.2: Trenches connect to all ADJACENT Gully Locations. Infantry don't leave the Trench to enter the Gully. Infantry leaving the Gully don't pay extra MF to enter Trench so long as the Trench is under friendly control or was part of friendly OB.

#### **T13.0 BRT Airfield**

T13.1: Airfield is made up of two kinds of Runway (B7), Runways and Taxiways.

T13.1: Dark gray hexes are paved Runways. Light gray hexes are unpaved Taxiways. Treat hexes with mostly Open Ground and a bit of Airfield as appropriate Runway/Taxiway.

T13.1: Can entrench in Taxiway hex with a +2 DRM.

T13.1: Direct fire attacks do not incur the -1 DRM (B7.3) for Airfield hexes if Wall TEM also applies.

T13.1: Units on/adjacent to an Airfield hex don't take a Movement DR (E1.531).

B7.0: "Runway" in Section B refers to both kinds of Airfield hexes.

B7.3: Runways incur a -1 TEM to all IFT Fire in all phases (Cumulative with FFMO/FFNAM/other TEM).

B7.4: Movement on Runway is like movement on a Paved Road.

B7.4: Streetfighting and Dash are NA on Runway.

B7.5: Runways may contain the following Fortification only: Wire, Roadblocks and AT Mines.

#### **T14.0 BRT Off-Map Terrain**

T14.1: Road at A63 extends off-map in hexes numbered 63.

T14.1: All off-map hexes bordering A59-E64 and extending on NW-SE axis are open ground, sand Hinterland. All other off-map terrain is Ocean. All on-map Terrain for a given scenario but not in playing area is what it is.



## Campaign Game Information

### T15.0 BRT Campaign Games

T15.2: Note well the *Beach Definitions*, the *Beach Setup Area* definitions and the *Setup Area* definitions.

T15.2: Strategic Location definition: ground level Location with  $\geq +2$  TEM (non-crest); a Beach hex; a Hinterland map-edge hex; a Pier Location...AND (for the Marines, at the end of a CG scenario) any Location containing a Marine MMC or Hero.

### T15.4 Campaign Game Special Rules

#### CG1: All BRT SSR are in effect. BRT CG SSR take precedence over BRT SSR.

BRT1: No Fortification may set up HIP [EXC: Fortified Building, AT Mines and Passages.] Hinterland Hexes are Level 0. Beach Slope is Slight. Bridges are One-Lane Wooden, starting at 8 tons (B6.42). Kindling is NA. Cellars are NA.

BRT2: EC are Moist. No Wind at Start. Weather is Clear.

BRT3: HtH CC may be initiated by Marines. +1 CC DRM vs. Jap crews in a pillbox.

BRT4: Marines making a Seaborne Assault throughout the CG. G14.32 applies to Marines on a Pier or Exposed Reef. (They are Fanatic, suffer Casualty Reduction rather than break, treat LLMC as LLTC and treat HOB Berserk/Surrender as Battle Harden.

BRT5: Final HOB DR  $\leq 7$  generates a hero for Marines. T-H Heroes are fixed at 20% of onboard units at start of scenarios.

BRT6: Bore sighting is NA. No Gun/Vehicle may setup HIP [EXC: Relocated Guns CG13]. No Jap ART Gun  $\geq 75$ mm [EXC: Year-38 75\* ART] or AA Gun may set up in a building/pillbox.

BRT7: Japs get Level C booby traps even vs. Waders.

BRT8: Jap Elite and 1<sup>st</sup> Line MMC may fire MMGs without G1.611 penalties. Pre 1944 +1 drm for TH Hero ATMMs is NA.

BRT9: Marine 768/348 are Assault Engineers. Marine 248 may never recombine. M2 60mm MTRs cannot be exchanged for OBA.

BRT10: See CG18 Additional Setup Notes: Marines. See also BRT Sand.

BRT11: See BRT Ocean. Too many words to post it twice.

BRT12: See BRT Ocean. Too many words to post it twice.

BRT13: An unpossessed, dismantled SW in a Beach hex is immediately eliminated.

BRT14: No Fortified Building Location may be exchanged for a Tunnel.

BRT15: A Burnt-Out Wreck cannot be Scrounged, set Ablaze or removed from play per D10.4. A Burnt-Out Wreck is a LOS Hindrance just like a normal Wreck.

#### CG2: Marine Unit Organization (See pT6).

CG2.1: BLT setup and entry.

CG2.2: Formations and transfers therein. **In the last sentence change the two occurrences of “Formation” to “BLT”.**

CG2.3: Assault Waves units, entry times and entry Locations allowed. **At the end of the next to last sentence after “any CG scenario” add “one per turn per Entry Area.”**

CG2.3: All Marine personnel in Assault Wave 1 must enter in LVTs. Each LVT must be MIN 1/2 full (rather than 2/3; G14.21).

G14.21 Watercraft in Seaborne Assault must be MIN 2/3 full [EXC: 1/2 if carrying vehicle/non-dm Gun].

CG2.4: Marine Reinforcement priorities noted here.

#### CG3: Tarawa Naval Gunfire

CG3.1: Use Chapter G NOBA as modified hereafter.

CG3.11: Shore Fire Control Party per (G14.61) except as follows.

CG3.11: SFCP uses a German 228 Crew. If killed, it is automatically Retained for the next CG Date. Radios are automatically repaired as well for the next Date. Such Retained SFCP must enter with the first Assault Wave of the next Date.

CG3.11: Assign SFCP to a Naval Battery before start. Max 2 SFCP per Battery. Battery Access may be attempted only once though Radio Contact may be attempted by each SFCP.

G14.61: SFCP acts as an Observer and an infantry crew. It may not possess a SW/Gun [EXC: Inherent radio]. Considered Inexperienced Personnel [EXC: Radio has normal B#]. Casualty VP is 2.

G14.61: SFCP set up onboard may use HIP as if it had a Field Phone.

G14.611: SFCP has an Inherent Radio of 3 PP which may not be transferred/dropped. Radio Contact is 8 (G.7 gives a +1 to contact/maintenance DR in PTO), Breakdown is X12. If the Radio Contact DR is an Original 12, the SFCP itself is eliminated (no CVP to Japs). Cannot use Radio when a Passenger/Rider.

CG3.11: NOBA can use Direct Fire or normal NOBA. Once Radio Contact is made, Marine declares DF or NOBA.

CG3.12: Start of each CG scenario, record a Shipboard Observer for each module (G14.68). SO is used only to determine Blast Area (G14.65) of NOBA or to check LOS to target for Direct Fire (when Radio Contact is not established).

G14.68: Shipboard Observer assumed to be at Level 1 in his hex. Give accuracy dr a -1 drm and halves (FRU) Extent of Error. SO may place AR in/next to only a Known enemy and must draw a second chit if friendlies are within 6 hexes of AR. SO may dispense with SR and simply place a FFE:1 (accuracy/Error must be determined).

CG3.13: NOBA LOF must be traced from an Ocean map-edge hex  $\leq 12$  hexes from a Hinterland hex. 120+mm can trace from any N, S or W edge hex in play. 200+mm can trace from any S or W edge hex in play.

G14.63: NOBA draw pile is 5 Black and 2 Red. Mix all chits back into the pile immediately. 2 Reds do not cancel the Battery.

G14.64: NOBA is accurate on dr  $\leq 2$ .

G14.65: Blast Area of NOBA has 2 extra hexes that are hit with halved FP. See diagram on p. G36.

G14.67: NOBA may fire HE Concentration, IR and WP (if American) and no other Missions.

CG3.2: CGIII, Marines get 2 modules of 120+mm NOBA (HE, WP, IR) for each scenario after the initial scenario. For any 2 Dates, Marines may exchange one 120+mm for one 200+mm (HE, IR) module. Exchanges must be pre-recorded before Initial Scenario start but after seeing Japanese setup.

CG3.21: Only 120+mm may Direct Fire. Fires as an onboard gun.

CG3.21: SFCP or SO may declare Direct Fire. SFCP needs Radio Contact. SO does not. Both must get Battery Access and for Direct Fire, Access is checked every Player Turn.

CG3.21: Trace LOS from either SFCP or SO hex depending on who is directing fire.

CG3.21: SFCP get ROF 2 (IF is NA). Place dispersed smoke in any non-Ocean hex after resolution of any IFT result.

CG3.21: Direct Fire is NA if Air Support is on map. Also NA if FFE2 counter is on board [EXC: SFCP has Radio Contact].

CG3.22: Direct Fire ROF can be used against the original target hex or an adjacent hex only in the same phase.

CG3.23: Direct Fire TH number is base 6 for Infantry, 7 for Vehicular and 8 for Area Target Types at all ranges.

CG3.23: Direct Fire TH modifiers: no basic C4 or C5 mods apply, only C6 mods. Acquisition is lost when Access is lost. Hindrances are figures from SFCP or SO as needed.

CG3.23: Direct Fire can employ HE or WP. WP requires a second Battery Access draw: a Red Chit forces Direct Fire of HE.

CG3.3: All Naval SR/FFE/Acq are removed if successful Air Support role is made. Battery Access is removed. No Access can be attempted so long as FB remain on board.

CG3.4: Presence of manned, operational Jap guns may influence the Marine NOBA draw piles. Marines may assign this Counterbattery influence as he sees fit to his modules. If guns are captured/eliminated, their effect on NOBA is also lost.

#### **CG4: Tarawa Naval Bombardments. (G14.7-72; F7.4 apply, modified)**

CG4: ISSR determines number and radius of Bombardments.

CG4: After Jap setup, place an AR for each Bombardment in a land hex. Accuracy is  $\leq 2$ . If inaccurate, make C1.31 Error DR...only mod is that the Extent of Error dr is halved.

CG4: All hexes in area of effect are hit [EXC: G14.73 secondary attacks are NA]. Resolve Bombardment and then place Smoke counter in every hex. This Smoke flips to Dispersed at the start of the immediately following Marine PFPh.

CG4a: Seawalls have Morale 10. Check once for each hex with  $\geq 1$  seawall hexside. If more than 1 seawall hexside to a hex, use Random Selection to see which is breached.

G14.7: Naval Bombardments are like normal Bombardments (C1.8-.823)

G14.72: Each Naval Bombardment MC has +2 DRM. Each Fortification under a Naval Bombardment is revealed [EXC: Mines] regardless of LOS to it unless it is eliminated (just record CVP).

F7.4 Units in Sand get a -2 DRM vs. Bombardment MC. NA if EC are Wet or Mud (Hard Sand).

C1.82: All personnel take a 2MC from Bombardment modified by TEM. Upper Levels of Buildings does not modify this MC. All HIP/Concealed units affected become revealed regardless of LOS to enemies. CH are NA.

T3.2: Units inside a Pillbox, Command Bunker, Bombproof get -2 DRM to Bombardment from F7.4.

C1.821: Vehicles/Guns/SW take a NMC from Bombardment. Unarmored vehicles have Morale 6; Guns and SW have Morale 7; OT AFV and CT AFV with all AF  $\leq 4$  are Morale 8; all other CT AFV are Morale 9. TEM is NA with vehicles. Vehicles check before their occupants. Possessed GUNS/SW check only if their owners breaks/Cas Reduces. Failing MC by 1 immobilizes vehicles and malfs Guns/SW. Failure by 2 eliminates item (vehicle crews can make a CS role and are not subject to further Bombardment MC). Failure by  $\geq 3$  creates a flaming wreck.

C1.822: Terrain features take a NMC from Bombardment before their occupants. BRT Tower ML=7; Wood Building/Bridge ML=8; Palm Trees ML=8; Palm-Debris-Palm Trees ML=8; Stone Building ML=9; Fortified Buildings: +1ML; Wire/Roadblock/Mines/Tetrahedrons ML=9; Bombproof ML=10; Brown Pillbox ML=10; grey Pillbox ML=11.; Command Bunker ML=12; Building-Palm ML=As Building.

C1.822: Buildings/Bridges make rubble, Fortifications are eliminated and Palms become Palm-Debris if they fail their Bombardment MC.

C1.823: Original 12 on Bombardment MC, make subsequent dr.  $\leq 4$  creates a shellhole.  $\geq 3$  place a Flame.

T3.2: Pillbox, Command Bunker, Bombproof and units inside get -2 DRM to Bombardment from F7.4.

#### **CG5: Marine Cloaking**

CG5: SMC/SW can be cloaked by noting its accompanying MMC which enters an Ocean Location from offboard. This cloaking is in addition to that granted by G14.23 (Passenger Cloaking on amphibians).

G14.23: Amphibian Passengers may be Cloaked per E5.123 until the amphibian enters a non-reef, non-Beach land hex.

G14.23: SW/Guns must be and remain dm aboard an amphibian during a Seaborne Assault.

G14.23: Passengers eliminated while Cloaked are not revealed...only CVP are awarded.

CG5: Cloaking is lost when: enter land Location; if unpossessed; if in a different Location than its original MMC; if SW is fired; if SW is assembled; if Leadership is used.

CG5: Cloaked Leaders can ignore MCs but they cannot then assist others with their leadership DRM and they suffer CR if their accompanying MMC fails its MC.

CG5: All Infantry MMC may enter Ocean concealed from offmap. This "?" is not lost in water for moving but is otherwise lost normally.

CG5: Attacks vs. Cloaked/concealed Marine units in Ocean are not halved due to the concealment.

#### **CG6: Air Support**

CG6: Marines must roll for Random Air Support (E7.2) on a dr  $\leq 2$  on each turn of a daytime CG scenario provided no Air Support is



currently on board. Such Air Support cannot be refused. Air Support is '44 FB with bombs. FB may voluntarily exit at the end of any friendly DFPH as if Recalled.

CG6: All Sighting TC suffer an additional +2 DRM.

G14.34: Seaborne Assault: Aircraft of Seaborne Assault side treat all friendly units in Beach/Ocean as hidden for all Sighting TC and Mistaken Attacks. Mistaken attacks may not be placed to hit Beach/Ocean units either. If no eligible targets, Mistaken Attack does not occur.

#### **CG7: Japanese Reserves and Reinforcements**

CG7.1: Reserve Pool stays offboard until they enter as Reinforcements or they become Retained in the Refit Phase.

CG7.1: MMC/SMC/SW/Etc. are all separate counters for Reserve Pool activation [EXC: ALs]. All SW must enter with an infantry unit.

CG7.1: For each AM and PM Date after 20AM, Japs may set up  $\leq 20\%$  (FRU) of remaining Reserve Pool counters onboard. If Date is the past CG Date, all remaining counters may setup. For a Night CG Date, the Jap must set up  $\geq 30\%$  FRU of remaining MMC in the Reserve Pool. If he cannot setup these Reserves  $\geq 3$  hexes from every Marine FLL, the Night CG is not allowed.

CG7.1: Reserve Pool counters must set up  $\geq 3$  hexes from every Marine FLL and is returned to the Pool if unable to do so and may enter later as a Reinforcement.

CG7.1: Japs make a Replenishment DR on Turns 1 and 5 in the RPh to add troops to his Reserve Pool. This is NA in the Initial Scenario Date (See Chart p.T8).

CG7.2: Reinforcements may be rolled for on every Turn after Turn 1 in the RPh. Reinforcements enter from any South/east Jap controlled edge following a dr  $\leq$  the current Turn number. Japs may enter a number of counters  $\leq$  a DR. If not entered, they are returned to the Reserve Pool.

**CG8: Snipers** Use 2 snipers. Activate one randomly when needed. Setup  $\geq 15$  hexes apart initially. Both are affected if Pinned or Shot. Players can choose to reposition one or both when SAN is activated. No SAN can drop below 2 ever.

**CG9: BANZAI !** Japs can't declare a multi-Location Banzai Charge except in a Night Banzai Attack (TCG10).

**CG10: Night Banzai Attack** Follow Refit Sequence. T15.616 and T15.6203 determine if a Night Scenario is played after a PM scenario or if it is skipped and the AM scenario is played next.

G13.83 A unit that begins its MPh with LOS to a Beach/Ocean Location will not Stray. A Straying unit (daytime or night) that gains LOS to a Beach/Ocean hex immediately becomes TI.

G13.4212: Concealment Gain at night is possible in shallow Ocean per E1.32.

#### **CG11: Concealment & HIP**

CG11: Jap/Korean units and possessed equipment can set up Concealed if in Concealment Terrain, regardless of enemy LOS. Jap vehicles can set up concealed if they are  $\geq 6$  hexes from any Marine setup area location. No purchase is necessary. Concealment is placed before Marine sees map.

G13.4212: Infantry in shallow Ocean during daytime do not get to make a Concealment dr. 5/8" never Gain concealment since Ocean is not Concealment Terrain.

CG11: See BRT SSR1 for Fortifications. See BRT SSR 5 and TCG13 for Guns.

T6.3 BRT Pillboxes: Both HIP and "free" tunnels (G1.632) are NA for pillboxes on Betio.

BRT1: No Fortification may set up HIP [EXC: Fortified Building, AT Mines and Passages.]

BRT6: No Gun/Vehicle may setup HIP [EXC: Relocated Guns CG13].

CG13: Guns, if eligible to set up in a new Location in the next scenario (see CG13 for restrictions), may do so HIP unless otherwise prohibited.

T15.602: Refit Phase: Once Melees are concluded, all HIP/Cloaked units are set up onboard in their Locations [EXC: non-isolated HIP Jap units that will stay in their Location for the next scenario need not be revealed and do not cost FPP to be HIP next scenario].

CG11: Japs get HIP per G1.632 and they may purchase HIP with FPP. Max 5% additional HIP (10% at Night) of on-map squad equivalents (including Koreans).

CG11: HIP is NA in a FLL.

#### **CG12: Korean Labor Units**

CG12: Use 336 Chinese squads. Neither G1 or G18 apply to Koreans (they are not treated as Japanese or Chinese troops).

CG12: Koreans treat Jap SW as captured. But Jap Leadership is not reduced as if they were Allied Troops.

CG12: Koreans are Conscripts. HOB  $\leq 8$  makes them Fanatic;  $> 8$  makes them Disrupt.

#### **CG13: Guns (see also SSR BRT6)**

CG13: Each AA Gun, Gun in Pillbox and Gun  $\geq 76$ mm must set up in same Location every CG scenario.

CG13: 81mm MTR must setup  $\leq 3$  hexes from Location at end of prior CG date unless it ends CG date hooked up to a mobile vehicle.

CG13: All other guns may be moved freely to a new Location.

CG13: Guns, if eligible to set up in a new Location, may do so HIP unless otherwise prohibited.

CG13: Guns set up in Set Up Area with Personnel may set up (un)hooked/(un)limbered/(non-)dm, unless prohibited.

CG13: U.S M1A1 75mm ART may be dm like a 81mm MTR but may be assembled only in the PFPh.

CG13: M3A1 37mm AT Gun may be manhandled into Ocean with +2 DRM. Not lost if unpossessed in Ocean. Is eliminated if Original DR for manhandling is a 12 when entering or exiting an Ocean hex. This Gun may also be loaded on a LVT as if the LVT was a LVT4 (US Vehicle Note 51). It unloads by being pushed into LVT's own hex by Passengers with a +2 DRM to the Manhandling DR. M3A1 37mm AT can also enter via the Pier towed by an unarmed Jeep if Marines control hexes Z33-U33.

**CG14: Self Rally** Each side can Self Rally  $\leq 2$  non-Disrupted broken MMC on their Player Turn.

**CG15: Pillbox Control** Pillboxes are controlled by the side controlling the non-Pillbox Location, provided no armed enemy ground

units are within the Pillbox.

**CG16: Over The Wall TC (Initial Scenario Only)**

CG16: GO Marine Infantry MMC must pass a 4TC to cross a Seawall from Beach to Hinterland. Failure Pins unit on the Beach. Mods: -1 if with Hero; -x for GO Leadership capable of moving; -2 if crossing breached Seawall.

CG16: During movements phase, Marine MMC may move from one Beach Hex to another only via Assault Move unless accompanied by a Leader.

**CG17: ELR** All Marines are ELR 5. All Jap 448/238 are ELR 5. All other Jap non-crew are ELR 4. Koreans are ELR 3.

**CG18: Basic BRT CG Scenario Prep Sequence**

CG18: Perform Refit Phase steps T15.601-.6139 first.

CG18: Perform in order: Leader Determination; Purchase Guns/Fortifications; Assault Wave Assignments.

CG18: Perform in order: Night Banzai Determination; First Player Setup; Night Banzai Attempt Resolution; Second Player Setup; Bombardment Resolution.

**T15.5 Initial Scenario**

T15.5 Begin with Refit Phase step T15.614. Determine Leaders. Finish with T15.620-15.6204. All other info, including ISSR are found on the appropriate CG charts.

**Additional Setup Notes: Japanese**

CG13: Each AA Gun, Gun in Pillbox and Gun  $\geq 76$ mm must set up in same Location every CG scenario.

BRT1: No Fortification may set up HIP [EXC: Fortified Building, AT Mines and Passages.]

BRT5: T-H Heroes are fixed at 20% and are based on onboard units at start of scenarios.

BRT6: Bore sighting is NA. No Gun/Vehicle may setup HIP [EXC: Relocated Guns CG13]. No Jap ART Gun  $\geq 75$ mm [EXC: Year-38 75\* ART] or AA Gun may set up in a building/pillbox.

BRT14: No Fortified Building Location may be exchanged for a Tunnel.

T3.2: Fortification restrictions in Sand (F7.42) are NA **in Soft Sand. This means no Pillbox, Trench or Sangar can be placed in Hard Sand (Beach) hexes.** [EXC trench/Foxhole has a +2 TEM vs. Bombardment].

F7.42: No Pillbox, Trench, Sangar in Sand. Foxhole TEMs halved in Sand (Normal if EC: Wet/Mud or Hard Sand).

G14.53: AP Mines can be set up in Hard Sand beach hexes adjacent to Hinterland hexes.

G13.5: Only Beach Obstacle Fortifications can set up in Ocean/reef. Tunnels NA in Beach/Ocean/Reef hexes.

T6.1: Command Bunker: No Gun or vehicle may set up in or enter any CB Location.

T6.3: BRT Pillboxes: Both HIP and “free” tunnels (G1.632) are NA for pillboxes on Betio.

T6.32: Japs get 1 free Trench or Passage for every 2 OB-given/purchased Pillboxes (FRU). Trenches must be used to make Bunkers (B30.8) and must set up in same setup area as Pillbox they come with.

T7.4: Tower hex/Location NA for Gun setup or entry. Dm Guns may enter but may not be assembled.

T8.1: No Fortification, Gun or vehicle may setup in or enter a BRT Gun Emplacement hex.

T9.2: No Fortification may set up in a pier location.

T9.2: Japs can setup under a pier if it is in their Setup area.

T9.2: There is no Location beneath the pier at T33, U33 and V33.

G13.7: Piers are Level 0, non-pontoon bridges and act as paved roads for setup purposes.

G13.73: Only Infantry/boats may set up beneath a Pier and only a Wooden Pier.

B7.5: Runways may contain the following Fortification only: Wire, Roadblocks and AT Mines.

T15.614: All GPP, CAPP and FPP must be spent prior to starting a scenario or they are lost. Points cannot be spent outside their Beach Setup Areas [EXC: Island Command FPP can be combined with/used in Hinterland hexes in any Area].

T15.6141: GPP gets you a free 228 crew with each Gun. (Important for HIP and TH Hero limits).

T15.6142: CAPP purchases must be setup adjacent to beaches with Min one hex of CA including a Beach hex.

T15.6142: Initial Scenario only CAPP Pillboxes must be filled with Japs before Japs can be placed elsewhere.

T15.6143: No Fortifications may be set up on/north of Hexrow Y.

T15.6143: Refit Phase: FPP accrue after the initial scenario. Every Korean squad-equiv generates 2 FPP (FRU).

**Note: Japs receive 2 8-in. Guns FREE in the Gun Emplacements (hexes D5, E6) and may purchase 2 more from GPP.**

**Additional Setup Notes: Marines**

G14.311: Seaborne Assault: During offboard setup, Seaborne Assaulting squads may freely deploy to fill Watercraft.

BRT10: Make a secret Gyro roll on H1.42 with +1dm for each Sherman. Assign Armor Leaders after Gyro roll.

CG13: M3A1 37mm AT Gun may be loaded on a LVT as if the LVT was a LVT4 (US Vehicle Note 51. M3A1 37mm AT can also enter via the Pier towed by an unarmed Jeep if Marines control hexes Z33-U33.

CG13: U.S M1A1 75mm ART may be dm like a 81mm MTR but may be assembled only in the PFPh.

CG2: Marine Unit Organization (See pT6 and Errata).

CG2.3: Marine personnel in Assault Wave 1 must enter in LVTs that are MIN 1/2 full (not 2/3 per G14.21).

G14.21 Watercraft in Sea-Assault must be MIN 2/3 full [EXC: 1/2 if carrying vehicle/non-dm Gun].

T15.6143: RePh: FPP accrue after initial scenario. Every Marine 768 squad in a Marine Setup Area generates 1 FPP.

**Change mention of LVT1(m) to LVT2(m) in the Marine OB for CGIII.**

**Change mention of LVT(A)2 to LVT2(m) in SSR 6 of CGIII (equipping LVTs with wire-grapnels).**

**CG19: Leader Determination** Roll on table on p.T9 using DRM from CG ISSR for each generic Leader in OB.



# Fall North-South Challenge: After Action Report

By Matt Cicero

After a lengthy hiatus, the North-South Challenge format returned to SoCal. Our Fall One-Day event used to be dedicated to this contest between the clubbers living in the northern part of So Cal and those to the south. Everyone played a single scenario, which usually required a full day to complete. The team with the most victories claimed the trophy.

We had a holidays-depressed showing of 11 folks this December but these stalwarts made the most of things by spreading out all over the Thompson Irish Dance Studio. *Hakkaa Paalle (G17)* turned out to be an interesting choice of scenarios. Not only did it last a bit longer than expected....shortest game was 5 hours, longest was 7 hours...it turned out to be a pretty even scenario. We had 2 Russian and 2 Finnish victories prior to the last game ending with a last turn Russian victory. Unfortunately, the NORTH took 4 victories against the SOUTH's lone win (way to go, Casta!). That means, the North claims the Trophy!! (Now whoever has it...fork it over!!)

Once the dust settled on the Winter War, a few folks jumped into a second game to while away the afternoon. We had a great pizza party for lunch and refreshing beverages were served throughout the day. Yes, the dance studio was a bit chilly at times (for that Winter War atmosphere) but we battled through it with some Smirnoff Ice and good humor.

I want to thank Sean and his lovely wife for the use of the studio once again. And I want to thank everyone that joined us for making it a fun day.



## SWEET!...OUCH!



*A Legend Is Born* was very fun to play. One of the more memorable characters in our playing was the Japanese 10-2 leader. He led his crew-manned .50 Cal from within a Bombproof throughout the game. Marines fell in wind-rows. He ignored the NOBA directed at him. When large enough firegroups were developed, he shrugged off all but one 30 column shot directed at him. Sadly, he was wounded (not killed) by the one that got through. I say "sadly" because a subsequent shot allowed him to HOB up to a Heroic wounded 10-2. And then, as frustration set in and the Marines managed to get close enough to make the final assault...the Direct Fire NOBA landed on his position one last time. Guess it found its way in though the window because the only thing remaining from the Critical Hit was a smoking crater...Bombproof, crew, .50 Cal and Mr. Indestructible were finally gone.

-Matt Cicero



### Upcoming Events...

02/03/05: **West Coast Melee VIII**  
03/31/05: *Hit The Beach!* V10N1  
05/10/05: Spring One-Day BBQ

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